

GAME BOY ADVANCE

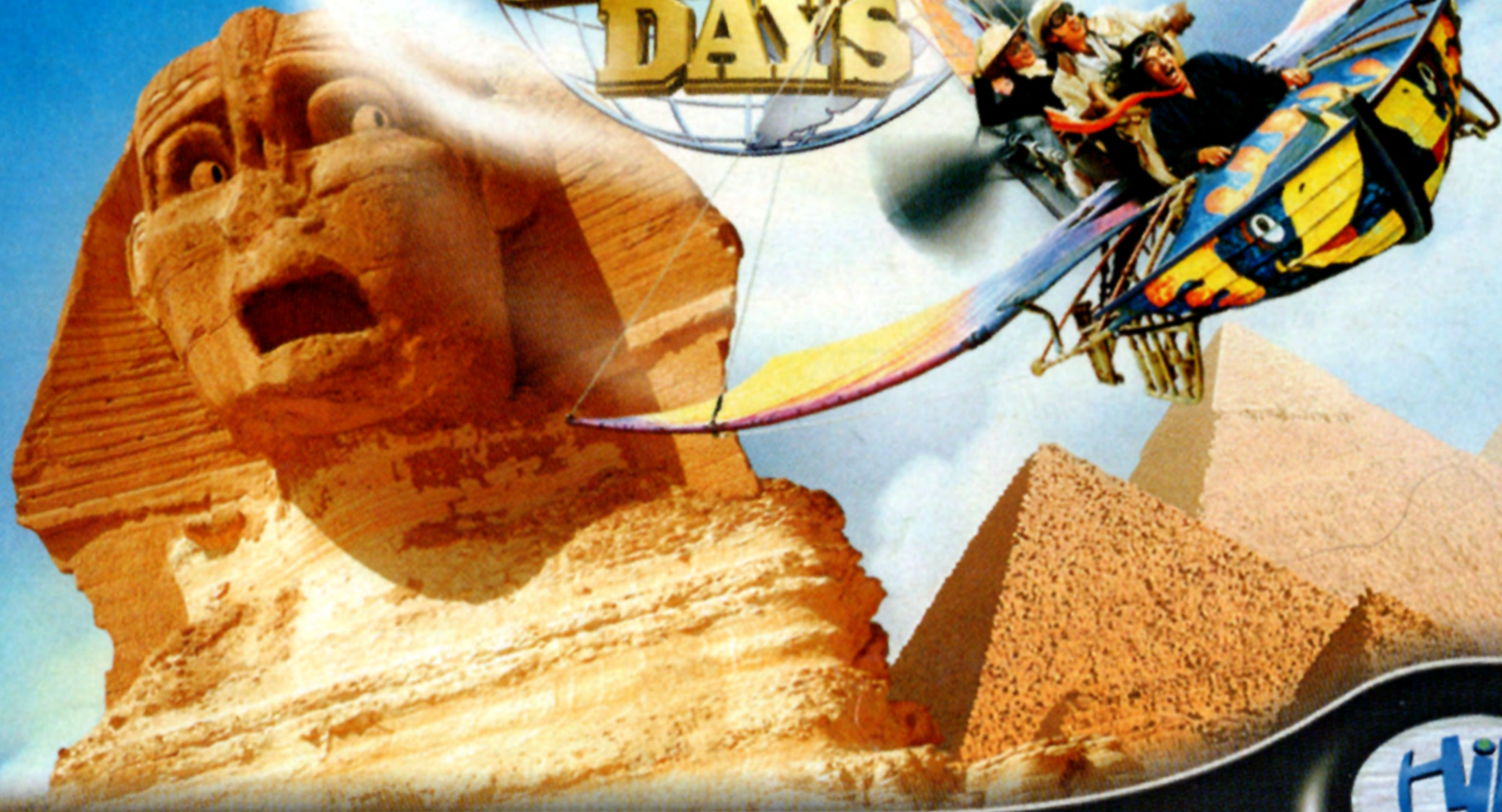
JACKIE CHAN

AGB-B8DE-USA

WALDEN MEDIA PRESENTS

AROUND THE WORLD
IN

80
DAYS



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

LICENSED BY



TABLE OF CONTENTS

JACKIE CHAN

WALDEN MEDIA PRESENTS

**AROUND THE WORLD
IN**



Getting Started.....	3
Controls.....	4
Introduction.....	5
Enemies.....	6
Menus.....	7
Screen Icons.....	9
Pickups.....	10
Actions.....	11
Credits.....	13
Licensing Agreement..	15
Customer Support.....	16

GETTING STARTED

Make sure the POWER switch is in the OFF position. Insert the "Around the World in 80 Days" Game Pak into the Game Boy Advance and turn on the system. There are three main menu choices in the opening menu. Use the +CONTROL PAD UP or DOWN to scroll through the selections. Press the A BUTTON to make your selections:

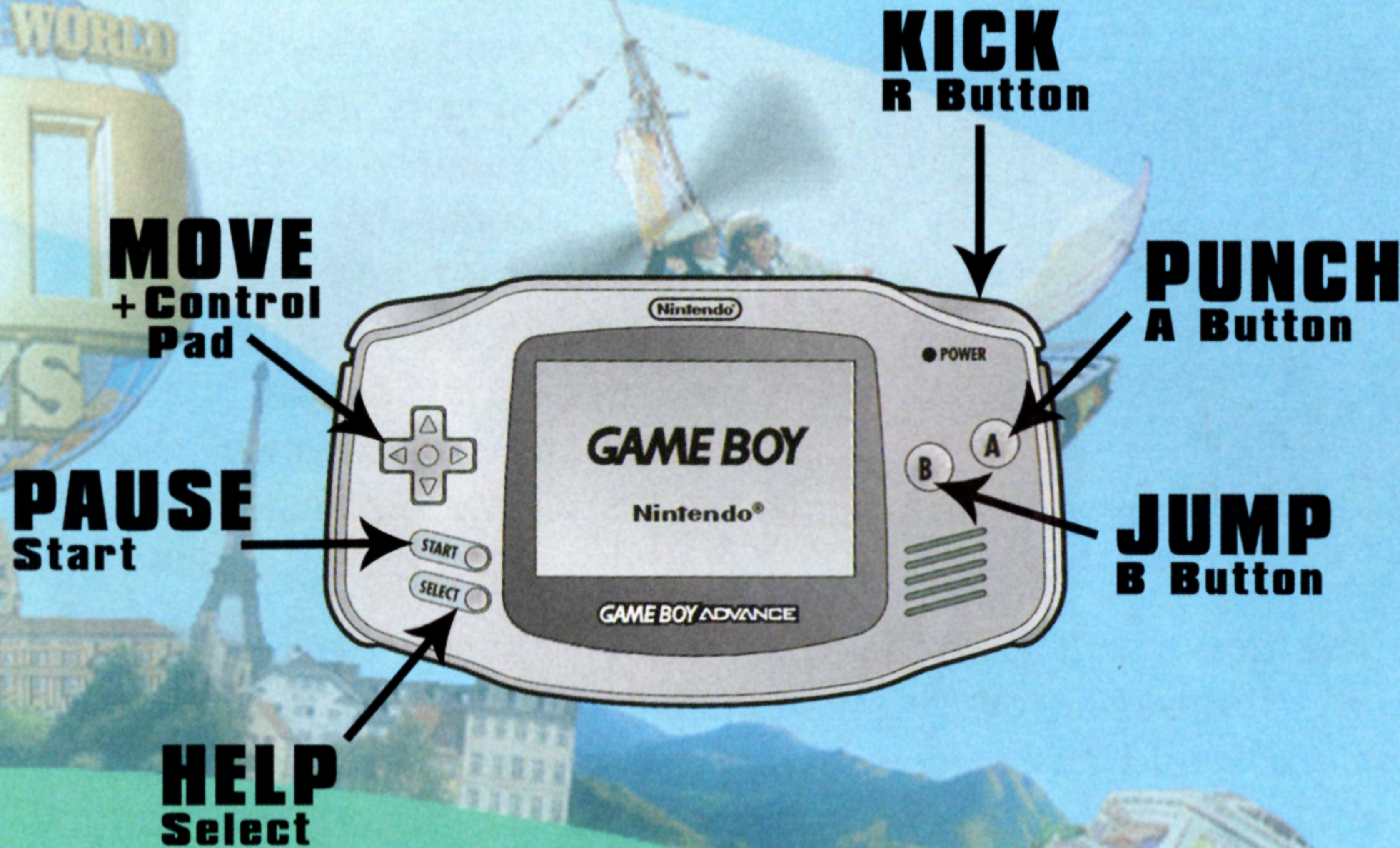
NEW GAME: Begin playing a new game.

PASSWORD: Enter a password to return to a specific level within the game.

OPTIONS: Access the sound effects and music options.



CONTROLS



INTRODUCTION

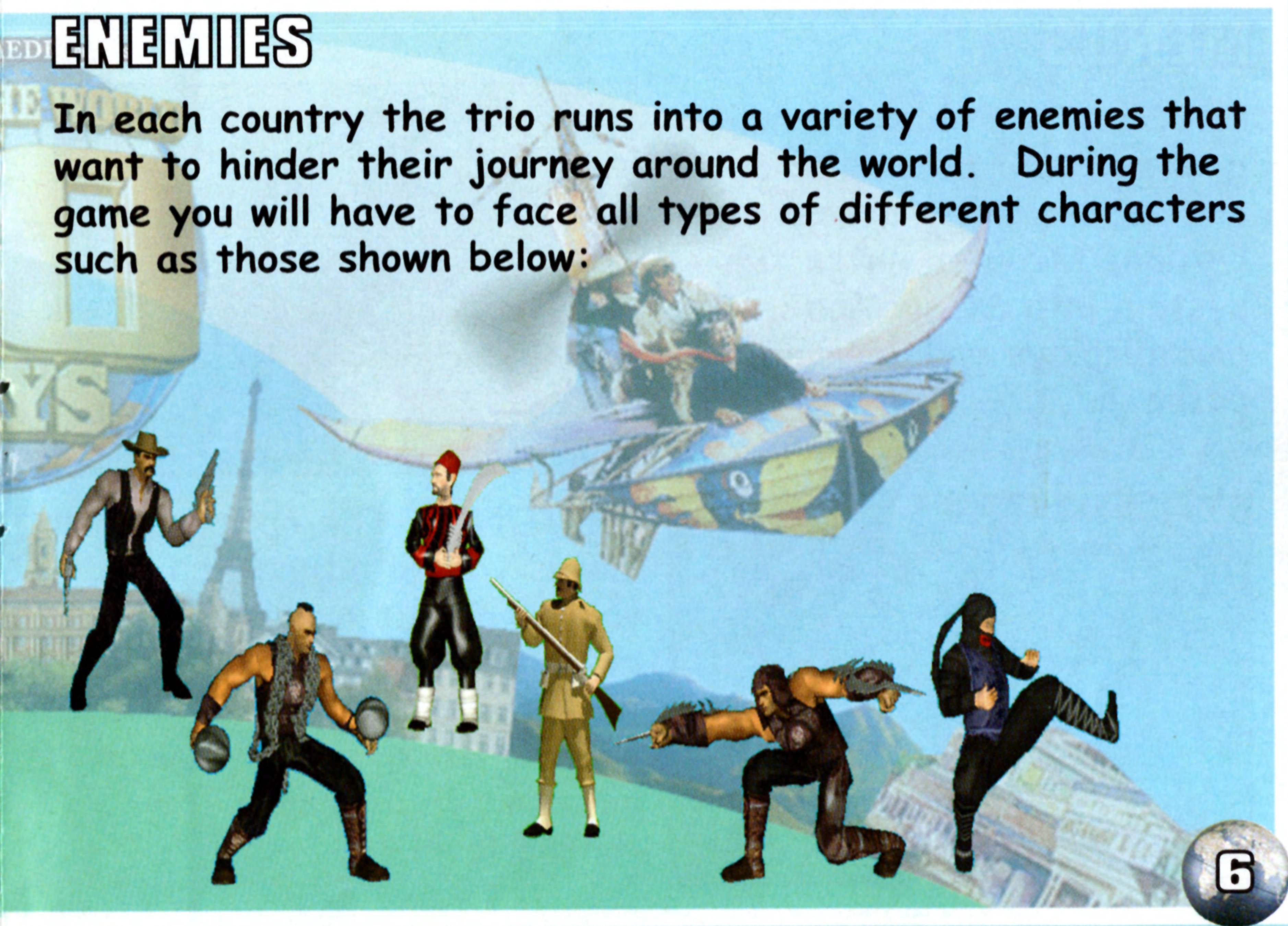


The incredible English inventor Phileas Fogg is attempting to travel around the world in 80 days. Joined by his valet Passepartout and traveling companion Monique the three set off on an adventure that takes them to France, Turkey, India, China, across the U.S., and then back to London.

In the game you take on the role of Passepartout (Jackie Chan). Passepartout is responsible for helping Phileas and Monique avoid the various dangers along their journey. There are many obstacles including the evil General Fang and her group of martial art experts, the Scorpions.

ENEMIES

In each country the trio runs into a variety of enemies that want to hinder their journey around the world. During the game you will have to face all types of different characters such as those shown below:



MENUS

PAUSE: The pause menu allows you to pause the action and subsequently access the Options Menu or enter the system into Sleep Mode. It also displays your current password.

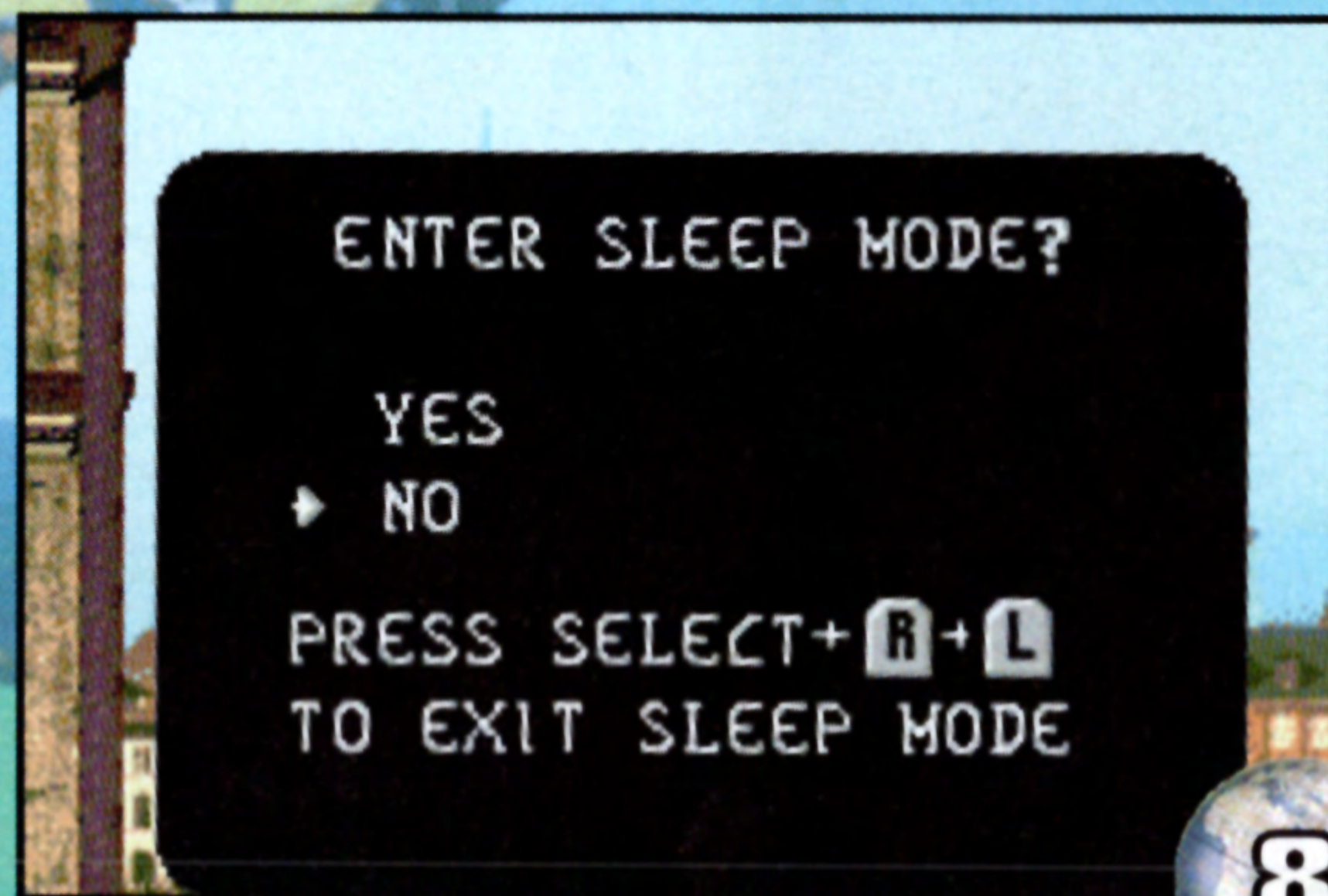


OPTIONS: The options menu allows you to adjust the volume of the music and the game's sound effects (SFX). By moving the slider to the right or to the left you can increase or decrease the volume level.



PASSWORD: Entering a valid password on this menu screen will allow you to skip directly to the specific level within the game. Keep track of your passwords while you play the game.

SLEEP MODE: You can enter sleep mode to turn off the screen and save battery power. Press Select + R Button + L Button to exit sleep mode.



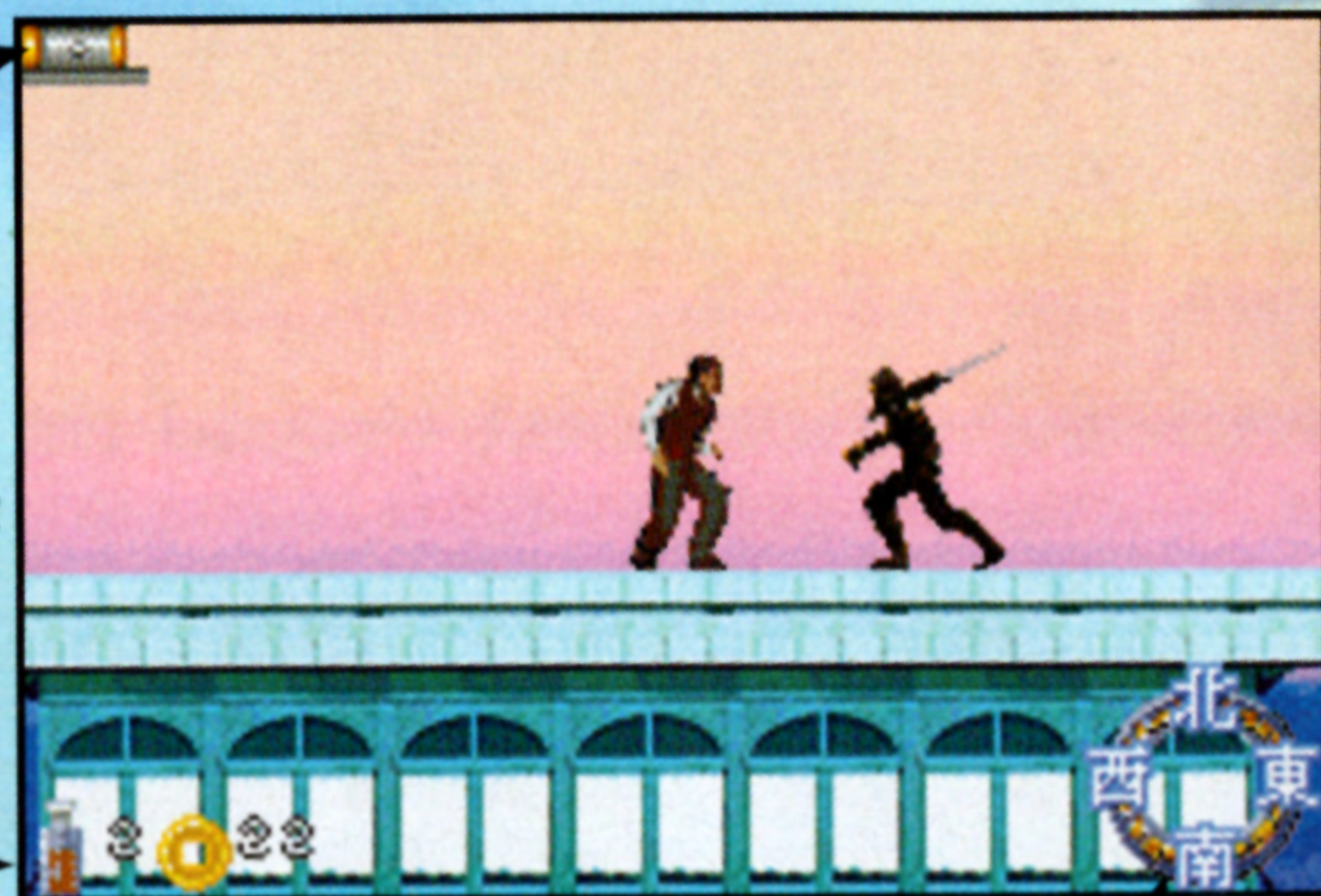
SCREEN ICONS

HEALTH BAR: Shows Passepartout's total health.

LIFE VIAL: Shows the # of lives left. One vial is used each time the health bar is fully depleted.

COINS: Shows the # of collected gold coins. Collect 80 for an extra life vial.

ICON RING: Collect all 4 icons to progress to the next level and extend your health bar.



PICKUPS

Throughout each level of the game you can find the following pickup items:



CHINESE COINS: Often these coins will help you take the correct path. Collect 80 gold coins and gain an extra life vial.

CHINESE ICONS: In order to complete each level of the game you must collect all 4 Chinese icons. Collect all 4 icons and your health bar will be extended.



ACTIONS

In the role of Passepartout you will have a lot of different moves available to use. The following are some of the moves that will occur:



PUNCH



JUMP PUNCH



KICK



JUMP KICK



JUMP



WALL JUMP



CROUCH



TIGHTROPE
WALK



SLIDE



POLE CLIMB



UPPERCUT



LEDGE GRAB



CLIMB
ROPE



TRAIN
CRAWL

CREDITS

DEVELOPED BY SAFFIRE INC.

Project Management

Brian Christensen
Cindi Adamson

Designers

Jeremy Throckmorton
Alex Rushton
Brandon Harmon

Artists

Joe Olson
Derek Hunter
Emily Whitney
Kevin Keele
Lael Henderson
Matt Leishman

Ryan Goldsbery
Sam Nielson
Shauna Howell
Steve James
Toran Kotter

Programmers

Hal Rushton
Deon McClung
Karren Willard

Audio Engineer

Rick Bradshaw

Testers

Garrett Lindsay
Jason Smith

Licensing and Support

Mark Kendell
Brett Nord
Denise Hampton
Mike Ricks

Special Thanks

Mike Tidwell
Mel Milton
Aaron Knoll
Jackie Chan



SAFFIRE

WALDEN MEDIA PRESENTS

PUBLISHED BY HIP GAMES

Publishing Manager

Peter Thomas

Director of Development

Jonathan Freedman

Marketing/Media Manager

Sandra McAuley

Special Thanks

Factor(e) Design Initiative

Production Manager

Matt Johnson

Production Associate

David Kydd

Publishing & Production Coordinator

Chrissy Wilhelm

Exec. VP & GM Games & Publishing

Pete Young



LICENSED BY WALDEN MEDIA

CEO

Cary Granat

President & Chief Gamer

Micheal Flaherty

Licensing

Chris DeMoulin

Business Development

Boris Katsnelson

Special Thanks

Frank Coraci & Jackie Chan



WALDEN MEDIA™

LICENSE AGREEMENT

SOFTWARE LICENSE AGREEMENT

This end-user license agreement ("agreement") is a legal agreement between you, the user, ("user" or "you") and Hip Games, a division of Hip Interactive Inc. ("publisher"). Carefully read all the terms and conditions of this agreement prior to installing or using this software product ("software").

By installing or using the software, you are accepting all of the terms of this agreement and agree to be bound by the terms of this agreement.

This agreement between publisher and you sets forth the terms and conditions of your use of the software and the documentation ("documentation").

Limited license

This agreement sets forth user's rights to use the software and the documentation, if any, each of which comprises certain proprietary material of publisher. Collectively, the software and the documentation are referred to in this agreement as the licensed product ("licensed product"). The software and documentation are licensed, not sold, to user subject to the terms of this agreement. Publisher grants to user the limited, non-exclusive, and non-transferable right to copy and use the licensed product for user's individual use only.

Under this license, user may:

- Install and use the software for user's individual use only

User shall not:

- Rent, lease, sublicense, timeshare, copy, or otherwise distribute the licensed product for any purpose;
- Use, copy, or transfer copies of the licensed product, except as provided in this agreement;
- Remove or modify any proprietary notices, company names, logos, or other labels or symbols on the licensed product; or
- Disassemble, decompile, or otherwise reverse engineer the licensed product in order to discover the source code or related proprietary information and trade secrets, or have a third party do so.

Proprietary rights

Publisher and/or its third-party suppliers own all proprietary rights, including all copyrights, patents, and trade secrets, in the licensed product and related to the licensed product. The software source code and related proprietary information and trade secrets are not licensed to user and any modification, addition, or deletion is strictly prohibited. Publisher reserves all rights not expressly granted to user.

Limited warranty

Publisher warrants to the original purchaser that this Game Pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during the ninety (90) day limited warranty period, publisher will repair or replace the defective game at its option, free of charge, on the receipt of the software with proof of the date of purchase.

Limitation of liability

To the maximum extent permitted by applicable law, in no event will publisher or its third-party suppliers or distributors be liable for any direct, indirect, special, incidental, or consequential damages arising out of the use of or inability to use the licensed product, including, without limitation, damages for lost profits, loss of data, loss of good will, work stoppage, computer failure or malfunction, even if advised of the possibility thereof, and regardless of the legal or equitable theory (contract, tort, or otherwise) upon which the claim is based. In no event shall publisher be liable to user in any amount exceeding the amount of the license fee paid to publisher.

Export control

User agrees to comply with all export laws and restrictions and regulations of Canada and/or the United States of America or foreign agencies or authorities, and not to export or re-export the licensed product in violation of any such restrictions, laws or regulations, without all necessary approvals. Publisher makes no warranty relating to exportability of the software to any country.

General provisions

Entire agreement. This agreement sets forth the entire understanding between user and publisher with respect to the subject matter hereof. This agreement may be amended only in a writing signed by both parties. No vendor, distributor, dealer, retailer, sales person, or other person is authorized to modify this agreement or to make any warranty, representation, or promise which is different than, or in addition to, the representations or promises of this agreement.

Other. No waiver of any right under this agreement shall be effective unless in writing, signed by a duly authorized representative of publisher. Failure to insist upon strict compliance with this agreement shall not be deemed a waiver of any future right arising out of this agreement. This agreement shall be governed by and construed in accordance with the substantive laws of the province of Ontario without regard to any conflict of law provisions. The parties agree that any dispute relating to this agreement or its subject matter shall be submitted to exclusive, binding arbitration held in Toronto, Ontario, Canada. If any provision of this agreement is held by a court of competent jurisdiction to be invalid or unenforceable, such provision shall be fully severable, and this agreement shall be construed and enforced as if the illegal, invalid, or unenforceable provision had never been a part of this agreement. You may not assign or transfer this agreement, and any such attempted assignment or transfer shall be null and void. The prevailing party in any action to enforce this agreement shall be entitled to recover its reasonable attorneys' fees from the other party.

Hip Games, a Division of Hip Interactive Inc.
603 Romeo Street South
Stratford, Ontario Canada N5A 6S5
<http://www.hipinteractive.com>

CUSTOMER SUPPORT

Telephone: + 1 (519) 272-1174

Website: www.hip-games.com/support

Note: e-mail support is handled in English only.

*** Please do not contact customer support for hints/cheats/codes; only technical issues.**

SUPPORT TECHNIQUE

Si vous rencontrez un problème en jouant, vous pouvez contacter notre service technique.

site Web: www.hip-games.com/support

WALDEN MEDIA PRESENTS

AROUND THE WORLD IN 80 DAYS



Hip Interactive Corp
603 Romeo Street South,
Stratford, Ontario, Canada N5A 6S5



SAFFIRE

Developed by Saffire

PRINTED IN JAPAN